

## ACTIVITY: AXONOMETRIC PROJECTION

### Instructions to Complete The Task

1. Go to the next link (located on debuxo's Department website):

[http://www.edu.xunta.es/centros/cpicaboarea/system/files/u11/AXONOMETR  
Y\\_INFORMATION%20FOR%20THE%20ACTIVITY\\_B.pdf](http://www.edu.xunta.es/centros/cpicaboarea/system/files/u11/AXONOMETR%20Y%20INFORMATION%20FOR%20THE%20ACTIVITY_B.pdf)

You will find a group of five 3D forms in the PDF file. Each form is defined by three orthographic projections. There are 3 easier forms ("a1", "a2" and "a3") than other two ("b1" and "b2").

2. You must choose just one 3D form. With "b1" and "b2" you could get a better mark.
3. Sketch the three orthographic views of the chosen form in order to retain the information. Do it on the graph paper (or grid paper) that you can print here (next page).
4. **Main task:** Draw the Cavalier perspective of the chosen form on a white paper, following the instructions (axes and their reduction scales, scale of the object and the drawing and dimensions) Remember that there are two scales:
  - General scale, which affects all dimensions.
  - Axonometric scale: it affects just the dimensions on some of the axes.

Your drawing must be accurate and clear. Use properly the usual technical drawing tools (set square, ruler, etc) to get a good result.

5. finally, go over with markers or use colours to get a final result.

